This listing of claims will replace all prior versions, and listings, of claims in the application.

## IN THE CLAIMS:

1. (Currently Amended) A server system for communicating with a client, comprising:

a first server for communicating with one or more clients, the first server employing a cache memory containing state information for sessions between the first server and the one or more clients; and

a second server employing a second cache memory containing the a copy of the state information received from the first server.

2. (Original) The server system recited in claim 1, wherein the state information is credential information.

3. (Original) The server system recited in claim 2, wherein the credential information includes a Secure Sockets Layer session identifier.

4. (Original) The server system recited in claim 3, wherein the credential information also includes Secure Sockets Layer session information.

5. (Original) The server system recited in claim 3, wherein the credential information also includes authentication information for users of the one or more clients.

6. (Original) The server system recited in claim 2, wherein the credential information also includes authentication information for users of the one or more clients.

7. (Original) The server system recited in claim 1, wherein the state information is data segment information for controlling the transmission of a data segment between the first server device and the one or more client devices.

8. (Currently Amended) The server system recited in claim 8̶1, wherein the state

information is Transmission Control. Protocol/Internet Protocol header information.

9. (Original) The server system recited in claim 1, wherein the state information is

purchase information.

10. (Original) The server system recited in claim 9, wherein the purchase information is

items selected for purchase by users of the one or more clients.

11. (Original) The server system recited in claim 9, wherein the purchase information is

financial transaction information for users of the one or more clients.

12. (Original) The server system recited in claim 9, wherein the purchase information is

billing addresses of users of the one or more clients.

13. (Original) The server system recited in claim 1, wherein the second server can

communicate with the one or more clients using the state information.

14. (Original) The server system recited in claim 1, further including a third server

employing a third cache memory.

15. (Original) The server system recited in claim 14, wherein the third server can

obtain the state information from the second cache memory employed by the second

server, and

communicate with the one or more clients using the obtained state information.

16. (Original) The server system recited in claim 1, wherein the state information is

stored in the first cache memory and the second cache memory using a hash table.

17. (Original) The server system recited in claim 16, wherein the state information is

stored in the first cache memory and the second cache memory using the BUZhash algorithm.

18. (Original) The server system recited in claim 1, wherein the first server device transmits the state information to the second server device using multicast communication.

19. (Original) The server system recited in claim 18, wherein the first server transmits the state information to the second server using negative acknowledgement multicast communication.

20. (Currently Amended) A server system for communicating with clients, comprising:

a first server for communicating with one or more clients, the first server employing a first cache memory storing a first portion of a cache containing state information for sessions with one or more clients; and

a second server employing a second cache memory with a second portion of the cache containing the state information for sessions with the one or more clients.

21. (Original) The server system for communicating with clients according to claim 20, wherein at least some of the state information in the first portion of the cache is for at least one session with at least one of the one or more clients, and at least some of the state information stored in the second portion of the cache is the same as the at least some of the state information stored in the first portion of the cache, such that both the first server and the second server can communicate with at least one of the one or more clients using at least some of the state information.

22. (Original) The server system for communicating with clients according to claim 21, wherein the first portion of the cache stored in the first cache memory is the same as the second

portion of the cache stored in the second cache memory, such that both the first server device and

the second server device can communicate with any of the one or more clients using the state

information.

23. (Original) The server system for communicating with clients according to claim 20,

further including a third server employing a third cache memory storing a third portion of the

cache that includes both the first portion of the cache and the second portion of the cache.

24. (Original) The server system for communicating with clients according to claim 23,

further including a fourth server employing a fourth cache memory storing a fourth portion of the

cache that includes the third portion of the cache.

25. (Original) The server system for communicating with clients according to claim 20,

wherein the state information is stored in the first cache memory and the second cache memory

using a hash table.

26. (Original) The server system for communicating with clients according to claim 25,

wherein the state information is stored in the first cache memory and the second cache memory

using the BUZhash algorithm.

27. (Original) A method of communicating with a client, comprising:

conducting a session with a client from a first server;

obtaining state information corresponding to the session between the first server and the

client;

caching the state information with at least a second server; and

resuming the session with the client from the second server using the cached state

information.

28. (Original) The method of communicating with a client according to claim 27, further including:

caching the state information with a third server, and

obtaining the state information for caching with the second server from the third server.

29. (Original) The method of communicating with a client according to claim 27, wherein the state information is credential information.

30. (Original) The method of communicating with a client according to claim 29, wherein the credential information includes a Secure Sockets Layer session identifier.

31. (Original) The method of communicating with a client according to claim 30, wherein the credential information also includes Secure Sockets Layer session information.

32. (Original) The method of communicating with a client according to claim 30, wherein the credential information also includes authentication information for users of the one or more clients.

33. (Original) The method of communicating with a client according to claim 29, wherein the credential information also includes authentication information for users of the one or more clients.

34. (Original) The method of communicating with a client according to claim 27, wherein the state information is data segment information for controlling the transmission of a data segment between the first server device and the one or more client devices.

35. (Original) The method of communicating with a client according to claim 34, wherein

the state information is Transmission Control Protocol/Internet Protocol header information.

36. (Original) The method of communicating with a client according to claim 27, wherein the state information is purchase information.

37. (Original) The method of communicating with a client according to claim 36, wherein the purchase information is items selected for purchase by users of the one or more clients.

38. (Original) The method of communicating with a client according to claim 36, wherein the purchase information is financial transaction information for users of the one or more clients.

39. (Original) The method of communicating with a client according to claim 36, wherein the purchase information is billing addresses of users of the one or more clients.

40. (Original) The method of communicating with a client according to claim 27, further including caching the state information at a plurality of servers, such that any of the plurality of servers may resume the session with the client using the state information.

41. (Currently Amended) A method of sharing state information among a plurality of server computers, comprising:

initiating, from a first server computer, a communication session with a client computer;

storing, at the first server computer, state information reflecting the communication session between the first server computer and a client computer; and

transmitting the state information from the first server computer to a second server computer, so that the second server computer can ~~enter into a~~resume the communication session with the client computer using the state information.

42. (Original) The method of sharing state information recited in claim 41, further

including transmitting the state information from the first server computer to a third server computer, so that the third server computer can enter into a communication session with the client computer using the state information.

43. (Original) The method of sharing state information recited in claim 42, wherein the state information is transmitted from the first server computer to the second server computer and the third server computer simultaneously.

44. (Original) The method of sharing state information recited in claim 43, wherein the state information is transmitted from the first server computer to the second server computer and the third server computer using a multicast transmission.

45. (Original) The method of sharing state information recited in claim 44, wherein the multicast transmission is a positive acknowledgement multicast transmission.

46. (Original) The method of sharing state information recited in claim 44, wherein the multicast transmission is a negative acknowledgement multicast transmission.

47. (Original) The method of sharing state information recited in claim 41, wherein the state information is credential information.

48. (Original) The method of sharing state information recited in claim 47, wherein the credential information includes a Secure Sockets Layer session identifier.

49. (Original) The method of sharing state information recited in claim 48, wherein the credential information further includes Secure Sockets Layer session information.

50. (Original) The method of sharing state information recited in claim 47, wherein the state information includes authentication information for a user of the client computer.

51. (Original) The method of sharing state information recited in claim 41, wherein the state information is data segment information for controlling transmission of a data segment between the first server computer and the client computer.

52. (Original) The method of sharing state information recited in claim 51, wherein the state information is Transmission Control Protocol/Internet Protocol header information.

53. (Original) The method of sharing state information recited in claim 41, wherein the state information is purchase information for a purchase transaction communicated between the first server computer and the client computer.

54. (Original) The method of sharing state information recited in claim 53, wherein the purchase information identifies a purchase item selected for purchase by a user of the client computer.

55. (Original) The method of sharing state information recited in claim 53, wherein the purchase information includes financial transaction information for a user of the client computer.

56. (Original) The method of sharing state information recited in claim 53, wherein the purchase information includes a billing address of a user of the client computer.

57. (Original) The method of sharing state information recited in claim 41, further including storing the state information at the first server computer in a cache memory.

58. (Original) The method of sharing state information recited in claim 57, wherein the state information is stored in the cache memory according to a hash table.

59. (Original) The method of sharing state information recited in claim 58, wherein the state information is stored in the cache memory using a BUZhash algorithm.

60. (Original) A method of sharing state information among a plurality of server computers, comprising:

receiving first state information from a first server computer, the first state information reflecting a first communication session between the first server computer and a first client computer;

storing the first state information;

receiving second state information from a second server computer, the second state information reflecting a second communication session between the second server computer and a second client computer;

storing the second state information;

receiving a request for the first state information from a third server computer; and

transmitting the first state information to the third server computer, such that the third server computer can employ the first state information to reestablish the first communication session with the first client computer.

61. (Original) The method of sharing state information among a plurality of server computers recited in claim 60, further comprising:

receiving a request for the second state information from a fourth server computer; and

transmitting the second state information to the fourth server computer, such that the fourth server computer can employ the second state information to reestablish the second communication session with the second client computer.

62. (Original) The method of sharing state information among a plurality of server

computers recited in claim 60, wherein the first state information is credential information.

63. (Original) The method of sharing state information among a plurality of server computers recited in claim 62, wherein the credential information includes a Secure Sockets Layer session identifier.

64. (Original) The method of sharing state information among a plurality of server computers recited in claim 63, wherein the credential information further includes Secure Sockets Layer session information.

65. (Original) The method of sharing state information among a plurality of server computers recited in claim 62, wherein the credential information includes authentication information for a user of the first client computer.

66. (Original) The method of sharing state information among a plurality of server computers recited in claim 60, wherein the first state information is data segment information for controlling transmission of a data segment between the first server computer and the first client computer.

67. (Original) The method of sharing state information among a plurality of server computers recited in claim 66, wherein the first state information is Transmission Control Protocol/Internet Protocol header information.

68. (Original) The method of sharing state information among a plurality of server computers recited in claim 60, wherein the first state information is purchase information for a purchase transaction communicated between the first server computer and the first client computer.

69. (Original) The method of sharing state information among a plurality of server computers recited in claim 68, wherein the purchase information identifies a purchase item selected for purchase by a user of the first client computer.

70. (Original) The method of sharing state information among a plurality of server computers recited in claim 68, wherein the purchase information includes financial transaction information for a user of the first client computer.

71. (Original) The method of sharing state information among a plurality of server computers recited in claim 68, wherein the purchase information includes a billing address of a user of the client computer.

72. (Original) The method of sharing state information among a plurality of server computers recited in claim 60, further including storing the first state information and the second state information in a cache memory.

73. (Original) The method of sharing state information among a plurality of server computers recited in claim 72, wherein the first state information and the second state information are stored in the cache memory according to a hash table.

74. (Original) The method of sharing state information among a plurality of server computers recited in claim 73, wherein the first state information and the second state information are stored in the cache memory using a BUZhash algorithm.

75. (Original) A computer network, comprising:

a plurality of server computers, each server computer employing state information reflecting a communication session with an associated client computer;

a cache repository for storing a cache containing the state information for each of the

plurality of server computers; and

a plurality of cache memories, each cache memory being associated with one of the

plurality of server computers and storing only a portion of the cache stored in the cache

repository.

76. (Original) The computer network recited in claim 75, wherein the state information is

credential information.

77. (Original) The computer network recited in claim 75, wherein the credential

information includes Secure Sockets Layer session identifiers identifying a communication

session between at least one of the plurality of servers and a client computer.

78. (Original) The computer network recited in claim 77, wherein the credential

information further includes Secure Sockets Layer session information.

79. (Original) The computer network recited in claim 77, wherein the credential

information includes authentication information for a user of the client computer.

80. (Original) The computer network recited in claim 75, wherein the state information is

data segment information for controlling transmission of a data segment between at least one of

the plurality of server computers and a client computer.

81. (Original) The computer network recited in claim 80, wherein the state information is

Transmission Control Protocol/Internet Protocol header information.

82. (Original) The computer network recited in claim 75, wherein the state information is

purchase information for a purchase transaction communicated between at least one of the

plurality of server computers and a client computer.

83. (Original) The computer network recited in claim 82, wherein the purchase information identifies a purchase item selected for purchase by a user of the client computer.

84. (Original) The computer network recited in claim 82, wherein the purchase information includes financial transaction information for a user of the client computer.

85. (Original) The computer network recited in claim 82, wherein the purchase information includes a billing address of a user of the client computer.

86. (Original) The computer network recited in claim 75, wherein the state information is stored in the cache repository according to a hash table.

87. (Original) The computer network recited in claim 86, wherein the state information is stored in the cache repository using a BUZhash algorithm.